Oklahoma Chess Monthly

MARCH 2017

Chess News and Chess History for Oklahoma

The OU Chess Team

Cover Photo: The OU chess teams, which performed impressively at the Pan Am Intercollegiate Team Championship. Front row (red shirts), left-to-right: Kyle Twitchell, Florian Helff, Matt Dalthorp, Daniel Ng. Back row (black shirts): Jeremiah Buenger, Chris Brown, Kenneth Teel, Jacob Farber. One of Dalthorp's wins from this event is "Game of the Month" (page __).

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- Book Review by IM Donaldson
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Lou Hays Remembers: Anatoly Lein, Lone Pine, and the Cold War

by Lou Hays

In April of 1981, I and two Dallas chess friends, Sol Schwarz and Olin Chism, made a trip to Lone Pine, California, to spectate the 11th Louis Statham Masters chess tournament. Mr. Statham, sponsor and chess lover, was a multimillionaire inventor of medical products. He provided $50,000 in prize money, an unheard of sum in those days. The tiny town was known worldwide for this event, and many future American GMs from the Fischer Boom built their reputations there.

The 1981 tournament atmosphere was electric, as the Soviet Union had sent Grandmasters

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Artur Yusupov and Oleg Romanishin to play, unaware of the last minute entry of Soviet defector Victor Korchnoi. In the five years since Korchnoi's defection in 1976, the Soviets had boycotted all non-FIDE events in which Korchnoi played. Would they dare recall Yusupov and Romanishin or risk letting them play against traitor Korchnoi? President Reagan had been shot a few weeks earlier, the world was in turmoil, and The Cold War was in the headlines every day.

Adding to the excitement was the presence of seventy-five year old tournament director Isaac Kashdan, epic American grandmaster and Olympiad star of the 1920s and 30s.

Statham's 1981 Lone Pine tournament was a "who's who" of international chess of that era, and featured ninety-four of the strongest players in the world. The skittles room was a dream world for amateurs. We could watch live post mortems, visit with the players, and play fast chess against them. I had a delightful time that week blitzing with future grandmaster Dimitri Gurevich, Robert Sulman, and senior master Jim Thinnsen.

It was in this skittles room that I first met GM Anatoly Lein. One of my cohorts, Sol Schwarz, a strong expert, wandered to a table where Anatoly was analyzing a game. They started a conversation which I joined, and soon a great friendship was begun.

GM Anatoly Lein

Anatoly was stocky and very muscular, like a weightlifter. He was fifty years old at the time, but had the build of a much younger man. He was the ultimate Russian Bear and spoke with a deep, resonating voice. Lein had emigrated to the U.S. only five years earlier, yet he already spoke and understood English quite well. Although Anatoly was dead serious about chess, he had quick wit and a wonderful sense of humor. His cordiality to our group led to my inviting him to give a simultaneous in Dallas and play in the 1981 Dallas Chess Club Thanksgiving "Turkey Shoot," our biggest tournament of the year.

> "I drove Anatoly to Tulsa for yet another simul. In the middle of the event Anatoly suddenly stopped, came over to me and whispered, "This is very embarrassing, but you must find me a restroom." I laughed and told him nobody would even notice since their heads were all glued to the chessboards."

Lein (pronounced "Lane") was first equal the 1976 U.S. Open Championship and first equal at the 1976 World Open. He played in seven USSR Championships, eight U.S. Championships, and was the 1971 champion of Moscow.

Although Lein can play any type of position well, his preferred style in those days reminded me of a python, a slow and ever tightening positional death grip. He won our 1981 Turkey Shoot with a final game win over a strong master and former Texas Champion in a long Knight vs. bad Bishop ending that most of us at the time believed would end in a draw. Anatoly later told me the position was "of course completely winning" for him.

Although Lein was highly successful in American Swiss system tournaments, he hated the idea of playing two or three games played per day. I explained to him that virtually no Americans

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Test-Driving Ancient Chess

by Istvan Szabad

People like to see and feel antique things, like old automobiles for example. We don't just park a few in a museum, we like to restore them to life and experience them as they once were. Why is that? It's more than nostalgia. Some classic cars have a certain beauty, but many are ugly jalopies, like the old T-model Ford. We don't restore a car like that so that we can have something to go to the Wal-Mart! Are they more comfortable than new cars? No. There is no A/C, no automatic transmission, no Blue Tooth or other modern necessities. In fact they are rough to ride in.

The reason we restore them is to go back in time and experience personally how our grandfathers, and their grandfathers, felt using such things. It is a hands-on connection directly to a "lost world." In other words, we like to take them for a *test-drive*.

Similarly, chess has a lost world — a disappeared dominion of not only antique sets, but also ancient rules that were used in the centuries before the modern rules came to be. We can actually restore this antique game to life and play it.

So, let's test drive the "T-model of chess." (I'd tell you to fasten your seat belts, but they weren't invented yet.)

Chess originated long ago somewhere in the ancient kingdoms of China or India, but it's impossible to say precisely when or where because the game didn't have a single inventor … it evolved from earlier forms over the millennia. It was already centuries old when Muslim Arabic traders encountered it and brought it back to the Middle East (Persia, Syria, Egypt) in the 7th and 8th centuries. It was called "chatrang," the bloodless new war game of intellect alone. From Arabia they spread it through their military conquests into Europe and Africa.

Ancient Chess

At this time, still centuries before the game finally evolved to its current form (in the 1400s), the chess rules and how the pieces moved were quite different. But the lure of the game was still much the same. The Arabs developed

> *"The skilled player places his pieces in such a way as to discover consequences that the ignorant man never sees. Thus he serves the Sultan's interest, by showing how to foresee disaster."*
>
> *Al-Katib (1313-1374)*

it extensively. Thanks to them we do know the rules that they used (but we don't know how the rules changed from the earlier forms).

Here are the ancient Islamic chess pieces:

KING — SHAH ("King" in Arabic). Same moves as King in modern chess.

ROOK — RUKH ("Chariot" in Persian). Same moves as Rook in modern chess.

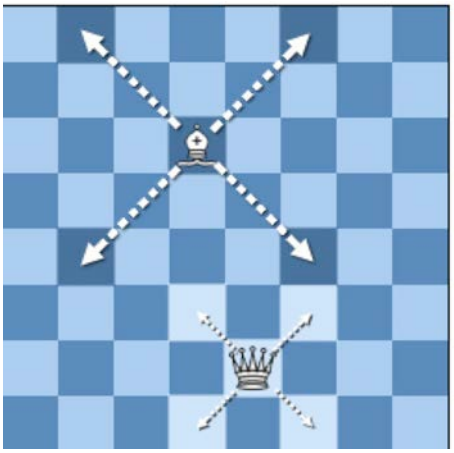
KNIGHT — FARAS ("Horse" in Arabic). Same moves as Knight in modern chess.

PAWN — BAIDAQ ("Foot soldier" in Arabic). Equivalent to Pawn in modern chess, except cannot advance two squares in its first move. Baidaq automatically is promoted to "Firzan" upon reaching the back rank.

QUEEN — FIRZAN ("Minister" in Arabic). Moves only one diagonal square at a time.

BISHOP — AL-FIL ("Elephant"). Jumps to the second diagonal square, never occupying the first diagonal square.
(You know they didn't have any elephants in Arabia, this name comes from the game's Indian roots!)

So we see the King, Rook and Knight already moved the way we know now. But the Queen and Bishop moved very differently than today, like this:


As we can see the Bishop could jump (the same way as Knight today), but could not capture the jumped enemy piece. The Queen only moves to the adjacent diagonal squares.

12th-Century Islamic Chess Set

Note: The original ancient pieces from India were elaborately carved representations of Chariots, Horses, Elephants, etc. But when the game came to Arabia the pieces were changed to be abstract looking. This is because during this era of Islam chess was often banned since the religion has strict prohibitions against idolatry and images. Eventually, a consensus found the game to be acceptable in the Islamic world under certain conditions:

- no wagering
- no interference with religious duties
- no displays of anger or improper language
- no playing in public
- no representational pieces

So, the pieces no longer looked like what they represented, i.e., the Al-Fil no longer looked like a little carved elephant), and instead all the pieces

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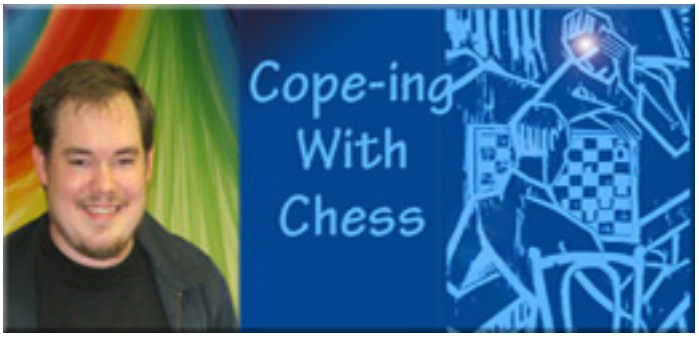


Planning for Winning

(Waiting for the Blunder: Part 2)

by John Cope

In most sports, when one team gets a winning advantage all they have to do is "run the clock out" — just hold on to their point lead until the clock reaches 00:00, and the game is won.

You can't do that in chess. You can't just "park the bus" to try to prevent the other team from scoring like a soccer team might with a one goal lead late in the game. You must use your advantages to checkmate the opponent. Chess in particular requires a proactive approach to finishing off a won game.

Last month we learned why "waiting for the blunder" is a wrong mindset. "Waiting for the game to win itself" is another wrong mindset. Instead, being proactive to win the game requires "planning on winning."

The sport that most clearly illustrates this is tennis. Going up 5-0 in the final set would generally be considered a "winning position," as after this it only takes winning one of the next five games to finish off the match. But the player must still actively win one more game; there are many times when he or she hasn't and the opponent comes back to win. Winning the last game can be even more difficult against a desperate opponent who wins a couple games, chipping into the advantage and putting all the pressure on the leader.

This also applies to sports that have a series to determine who advances or wins in the playoffs. Last year provided three high-profile examples of late comebacks in a series: two in basketball (OKC losing after going up 3-1 on Golden State, Golden State losing after going up 3-1 on Cleveland) and one in baseball (Cleveland losing after going up 3-1 on the Cubs). So the importance of finishing off the opponent is a common theme, and just like in those instances, in chess it takes a vigilant effort to finish off a strong player.

To capitalize on a big advantage, you *must* make a plan to overcome the opponent's resistance. Natural moves will not suffice. This is critical. In fact, it is so important that when you achieve a winning advantage you should always stop to reorient yourself and form a new plan. If the plan you were following to achieve the edge is no longer appropriate, continuing to follow it could lead to disaster. Your newly achieved advantage has created a change in the position. To address that change, a new plan is required.

Below we will look at examples of both material advantage and positional advantage, as well as how (or how not!) to play them. We will start with a comparatively basic material advantage before proceeding to examples that involve more complicated winning positional advantages.

Material Advantage — The "Classic Blueprint"

One of the most common ways to gain an advantage is by winning material, usually a pawn or the exchange. So how do we finish off the game after gaining such an advantage?

The "Classic Blueprint" for winning in this situation is:

- Squelch the opponent's counterplay
- Finish activating your pieces
- Force an endgame
- Create a passed pawn
- Turn it into a Queen and checkmate him!

For MARCH 2017

Top 25 Active Oklahoma Players				
	Player	This Month	Change +/-	
1	Advait Patel	2477	24	
2	Daniel Ng	2272	-5	
3	Howard Zhong	2248	10	
4	Mark Hulsey	2221	0	
5	Tom Braunlich	2201	0	
6	Tom Amburn	2200	0	
7	Chibuzo C Ilonze	2178	-1	
8	Sergey Galant	2178	0	
9	David Zelnick	2146	-11	
10	Joshua Alexander	2142	0	
11	Anthony Paolercio	2130	0	
12	Jamal I. El Chamieh	2124	0	
13	John Cope	2089	0	
14	Ryan Farell	2089	-17	
15	Chuck Johnson	2087	0	
16	Michael Nugent	2087	0	
17	Tom Patton	2080	0	
18	James Tyner	2074	11	
19	Joe Dean Veal	2071	-2	
20	David Luscomb	2068	0	
21	Charles D Unruh	2062	38	
22	Matt Dalthorp	2062	0	
23	Veronika Zilajeva	2057	0	
24	Alan Islas	2024	0	
25	James Long	2011	-13	

Player of the Month

Jeffrey Xiong

"Honorary Okie" Jeffrey Xiong, the 15-year-old GM from Dallas, raised his FIDE rating to 2674, fourth highest among U.S. players. Pictured here playing in Oklahoma "years ago."

Let's look at a clear example of this blueprint played by our esteemed editor Tom Braunlich way back in 1984: a strong illustration of gaining and then capitalizing on a material advantage. Black wins a pawn in the early middlegame and then proceeds to follow the above outline unremittingly, using some tactical nuances to force an endgame, create a passer, and finish off a strong expert.

Zenteno, Wernher (2060) - Braunlich, Tom (2255)
OK Open Tonkawa (2) (09.06.1984)

1.d4 d5 2.c4 e6 3.Nc3 c5 4.Nf3 Nf6 5.Bg5 cxd4 6.Nxd4 Be7 7.e3 0–0 8.Bd3 dxc4 9.Bxc4 Qa5! 10.Bxf6 Bxf6 11.0–0 Rd8!

Black puts pressure on d4 with this pin and threatens to win a pawn. What should white do?

12.Bd3?

Zenteno, a talented young teenager at the time, here indulges in a trap that backfires. He had two better options: (1) The gambit option is 12. Qe2! Bxd4 13. exd4 Rxd4 14. Rfd1. White would then have a big lead in development for the pawn, and anything could happen. This fits in with the modern dynamic approach to chess favored by masters nowadays. (2) Another option would be to creatively hold onto the pawn with 12. Nb3!? using tactics to get out of the pin. Then 12 … Qb4 13. Bd3 is a cheeky way for White to consolidate.

By contrast, the little trap behind White's move is easily sidestepped.

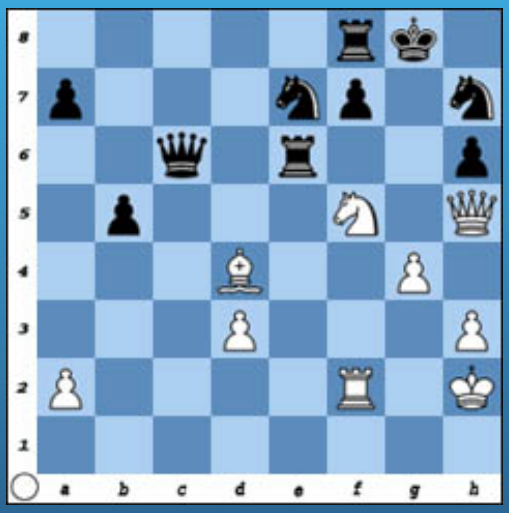
12...Bxd4 13.exd4 Nc6

The obvious trick 13 … Rxd4? 14. Bxh7+ must be avoided. The additional pressure on d4 means that the pawn is doomed.

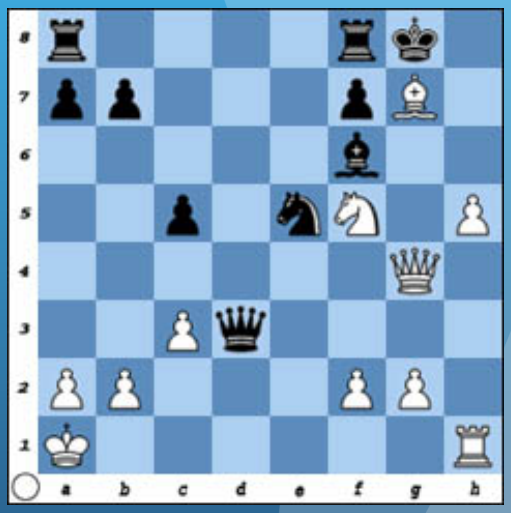
14.Ne2 Qb6 15.Qd2 Nxd4 16.Rfd1 Nxe2+ 17.Qxe2 *(see diagram next page)*

PUZZLES

Answers Next Page



White to move and win. (Easy)



White to move and win. (Difficult)
White is down a rook and his queen is attacked. What to do?

Black has won a clear pawn but winning a game like this is often not as simple as it seems. Generally Black would like to get into an endgame where his extra pawn can carry the day, but he must also watch out for tactics (as always!) and should strive to acquire further small advantages to get closer to the win. Rook endgames in particular are notoriously drawish; the win will prove elusive if White gets an ending where his rook becomes active. Black also must remain mindful of potential counterplay, so squelching opportunities for that is a priority. Regardless, the general process that is followed in this game — finish development, trade down into an endgame, create a passed pawn, and win with it — is an excellent template for how to do this in our own games.

17...Bd7 18.Qh5 g6 19.Qh6 Bb5!
Step one: trade bishops.

20.Be4 Bc6!
Black is alert to the upcoming tactic on move 22, which he uses to force an ending in which White is stuck in passive defense.

21.Bxc6 Qxc6

22.h3

Unfortunately for White, challenging the file with 22. Rac1? runs headlong into 22 ... Qc2! when the back rank falls spectacularly.
Being able to use little tactics like this to continue to increase the pressure is critical, as here the inability to develop the rook naturally allows Black to increase the pressure.

22...Qc2!
Step two: force the opponent into a bad

Answers to the Puzzles

Both puzzles this month involve a queen sac on g6 despite that square being heavily defended.

(1) If you guess the answer was 1. Qxh6, looking forward to 1…Rxh6 2. Nxe7 mate, well, the reply 1…Nxf5 would be embarrassing. The correct answer is the spectacular 1. Qg6+!! Now if 1…Rxg6 then 2. Nxe7 is mate, but if black takes the queen with either the pawn or the knight, it block's the black's rook's control of the h6 square, allowing 2. Nxh6 mate. Sweet.

(2) A beautiful win by the talented American player Lev Millman. 1. Ne7+!! Now if 1…Bxe7 then 2. Bxe5+ wins. So Black played 1…Kh7 and now again we have a queen sacrifice on the heavily defended g6 square: 2. Qg6+! No matter which way Black takes that queen, the answer will be the same 3. hxg6++ (double-check) 3…Kg7 (forced) 4. Rh7 mate!

endgame. The queen's powerful presence on the 7th rank prompts White to choose between allowing the endgame or pitching more material into the fire in desperation. The problem with the latter concept in this position is that the Black queen is so dominant at its current post that it cuts across any chance to bring the a1 rook into the game.

23.Rxd8+ Rxd8 24.Qc1 Rd2 25.Qxc2 Rxc2

Step three achieved: queens are traded, and we reach an endgame where Black still has superior activity in addition to his extra pawn. White's rook being tied down to the defense of the queenside means that he cannot defend as in a four vs. three on one side ending. This is the principle of two weaknesses in action: White's queenside pawns are one weakness. Black's potential to create a passed pawn on the kingside is the other.

You might find it surprising, but Tom says that by this point in the game he had already foreseen the detailed outline of exactly how he was going to win the game now that Zenteno played 24. Qc1 and allowed the queen trade. His e-pawn

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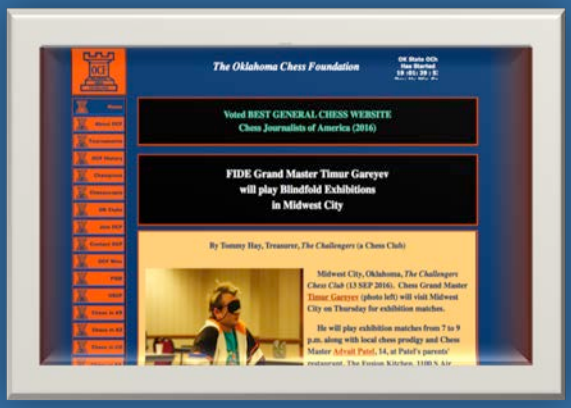
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SMITH WINS IN FORT WORTH

Tulsan Daniel Smith won the Class C section of the big 8th Annual Southwest Class Championships held in Fort Worth, TX, on Feb 16-20. He had an impressive 6.5/7 score for clear first place, gaining over 100 rating points to 1740 and winning $1700!

Advait Patel represented Oklahoma in the extremely tough Master section, which featured 13 GMs and many players over 2400. He had another impressive event with two wins over GMs and one over an IM. In the end he finished tied for 13th with 5.5/9.

Crosstables are here:
http://www.uschess.org/msa/XtblMain.php?201702209822-14472386

Other Okies competing included David Zelnick in Expert; Logan Zachare, James Joy, and Shaun Graham-Bowcaster in Class A (who was playing for the money in the last round but had a tough loss); Curtis Williams, Jeff Carter, and Naren Pullela in Class B; John Williams III in Class C; Randall and Clayton Engelby, and Aaron Peters in Class E.

Danial Smith

More scenes from the Southwest Class Championship.

Above, Senior Master Advait Patel from Midwest City.

Left, Shaun Graham-Bowcaster analyzes with Logan Zachare.

Karlow,Nick (2249) –
Dalthorp,Matt (2024) [D02]
2016 Pan Am Intercollegiate Team Ch. 30.12.2016
[Braunlich]

Here the young expert from OU takes out another master at the Pan Am college team tournament in New Orleans. (See his win against NM elsewhere). Notes are by me, but integrate Dalthorp's submitted comments also.

1.Nf3 Nf6 2.d4 d5 3.c3 A lot of masters feel they can just play solidly in the opening and outplay lower-rated players later in the middlegame. But this is really too unambitious.
3...Bf5 4.Qb3 Qc8 5.Bg5 Nbd7 6.Nbd2 e6 7.e3
[This "normal" move I consider rather anemic. White should take the chance to eliminate Black's powerful queen's bishop with 7.Nh4 Why? After Dalthorp's next move, preserving that bishop, it will be a tower of power on the key light-diagonal, controlling e4 (control the center!) as well as two other important squares d3 and b1. The b1 square may look unimportant now, but Black has a clear plan of pawn expansion on the queenside which can eventually force open the b-file, after which he can easily penetrate there with rooks because white cannot oppose rooks on the b-file (since black's bishop controls b1). This may seem convoluted, but actually it is a well-known concept from "Slav" type pawn formations like this, and Matt is obviously well aware of it here.]
7...h6!
Preserving that bishop! Black is already a little bit better here, I'd say.
8.Bh4 Bd6 9.Bg3
9. c4 could be played here, but that would be a hilarious loss of a tempo. So white contests the e5 point, which loses time as well...
9...Bxg3 10.hxg3 0-0 11.Be2 c5!
If we refer to John Cope's article last month, we can see here that Dalthorp is frustrating his NM opponent by playing with a plan! Black wants to continue with ...c4 gaining space, followed by pushing his a- and b-pawns, playing ...b4, capturing on c3, doubling rooks on the b-file (which white can't oppose because of his problem with the b1 square being under the gaze of black's great bishop), followed by ...Rb2, with further good things in store. So, the pressure is now on white to come up with some counter-plan...
12.0-0 a6
[Matt points out he should have played 12...c4 right away and dispensed with ...a6. It's possible black would have saved a tempo by being able to play pawn to a5 in one move later. In that case, if 13.Qd1 then 13...Qc7 controls e5 and prevents white from using the plan he chooses in the game.]
13.Rfc1
[White could have tried to take advantage of Black's last inaccuracy by playing here 13.c4!? but he probably spotted 13...b5! would force a positional advantage for black after 14.cxd5 *(14.cxb5 c4 15.Qb4 axb5 16.Qxb5 Rb8* is crushing for black.*)* 14...c4 15.Qb4 exd5 etc. Black's pawn majority on the queenside combined with his control of e4 would be no fun for White, who thus prefers to roll the dice...]
13...c4 14.Qd1 b5

Here it's interesting to evaluate the position and see what NM Karlow does. The pawn structure is much like one often seen in the Slav Defense, except with colors reversed. White has moved his queen twice, and his dark bishop three times, and gifted Black

some tempos. With his extra space, control of the center, and great light bishop, Black has an obvious edge. Black also has a clear plan (described above) for a strong penetration on the queenside. So, White must have realized he'd better get his act together or he is going to lose; and to his credit he comes up with a clever plan...

15.Ne5! Nxe5 16.dxe5 Nd7 17.Nf3!

This is White's idea, and I like it. Why? Well, the "typical" thing Slav players do in similar positions with colors reversed is to play the move Bf3 and force the advance e3-e4. Here there is a problem with the hanging e5-pawn, so to follow this standard plan white would have to play 17.f4 now first, to be followed by Bf3. But there is a problem. If 17.f4, Black has the strong riposte 17...Qc5! So, note how White comes up with a workable plan instead of the standard thing that fails. Instead of 17.f4 he plays 17. Nf3, to not only protect e5, but also make a path for the Q to come to d4. From d4 it secures White's center, and he can proceed further with the plan of g3-g4 (protected by this queen!) and g4-g5 with counterplay on the kingside. This is good play by White worthy of note. Refer to John Cope's article again... White makes a plan and follows it; he doesn't just wait around for the opponent to make a blunder, he plays purposefully himself!

17...Qb7

If I were Matt's coach I would question him about this move. I would prefer to keep targeting e5 to force an aggressive resolution in the center with something like: 17...Qc7 18.Qd4 f6!? Now you would be forcing White to make another tough decision -- 19.exf6 *(19.g4!? fxe5 20.Nxe5 Nxe5 21.gxf5 Rxf5)* 19...Rxf6 and here Black has achieved a (potentially) mobile pawn center that creates new challenges for White. Black has a plan of first protecting d5 (with ...Be4) and then playing ...e5 with a pawn duo in the center, followed by doubling rooks on the f-file, ie. 20.b4 (to keep the black N out of c5) 20...Be4 21.a4 e5 22.Qd1 Raf8 looks pretty good for black.

18.Qd4 a5 19.g4 Bg6 20.g5 hxg5 21.Nxg5

21... Qc7

In Matt's own notes, he says he could have saved time here by offering the trade of Qs immediately with 21...Qb6. With the text move, he forces white to play f2-f4, but since white is likely to play that move anyway it may be losing a tempo. True, but my thought would be, why trade queens anyway? The only reason is if White was threatening a strong kingside attack (which he isn't) or if the endgame would be better for Black (which is not clear at all, as we'll see). I would suggest here again the plan of trying to arrange ...f6, which requires protecting e6. So: 21...Rae8 22.f4 f6 23.Nf3 *(23.exf6 gxf6 24.Nf3 Be4* with ideas of ...e5.*)* 23...Be4!? Now with the idea of ...Bxf3 and capturing on e5 to make a weakness there. Or if white captures on f6 we get the mobile center pawns as in the previous line.

As Walter Browne would say, "Doesn't that look pretty good? ... You bet!"

22.f4 Qc5 23.Rf1 b4 24.g4 Qxd4 25.exd4

This endgame is at least equal for White, who is threatening f4-f5. (Even if Black could have had an extra tempo in getting to this ending I think White would be okay.) Kudos for Karlow to make it into an ending where he has good chances...

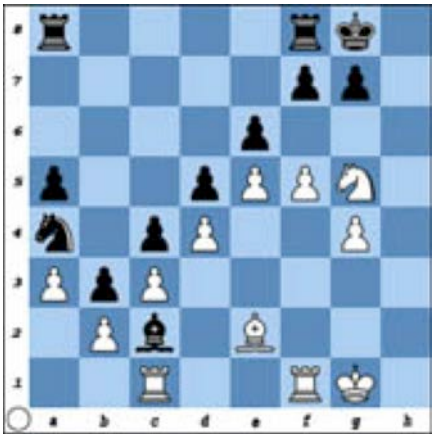
25...Bc2

Unfortunately, the desired "plan" moves 25...bxc3 26.bxc3 Rab8 are here squelched by 27.f5 exf5 28.gxf5 Bh7 29.Nxh7 Kxh7 30.Rab1 and White is much better.

26.Rac1 b3 27.a3?

Just when Karlow had earned an edge he makes a couple of misplays that Dalthorp exploits nicely. Matt points out 27.axb3 cxb3

28.Ra1 a4 29.Ra3 "White sidelines his rook, but Black's play is severely limited. White can spend some time improving his position, then bring his rook back into the action at a convenient moment."
27...Nb6 Targeting the b2-pawn, from a4. The game is about equal again.
28.f5
[28.Bd1 Bd3 29.Rf2 Na4 30.f5 Ra6 31.Kg2 is about equal.]
28...Na4



29.Bf3??
White falls into Dalthorp's nicely preplanned tactical trap with this natural move. Instead 29.fxe6 fxe6 30.Nxe6 Rxf1+ 31.Rxf1 Nxb2 32.Bf3 and white gets a passed e-pawn to compete with black's b3 pawn, with an unclear position. The text move intends this same plan, but the different move order has a tactical flaw!
29...Nxb2 30.fxe6 fxe6 31.Nxe6 Rxf3!
"The point! White's bishop was really the only piece that could generate much in the way of threats, and my rook was fairly useless. An obvious but devastating sacrifice." (Dalthorp)
32.Rxf3 Nd3
Dalthorp points out in his notes, " 32...Nd1 is actually much stronger, caging the other rook and attacking back along the pawn chain. 33.Rf1 Nxc3 34.Rfe1 Kf7 35.Nf4 Rh8 It'll take some time, but Black should be winning here."
33.Rcf1 White is losing and has to bet everything on some scary-looking tactics against g7. But Dalthorp keeps his cool...
33...b2

34.g5?
Not the best chance. Dalthorp gives:
"34.Rf7 is much more challenging. 34...Rb8 (34...Nc1? 35.Rxg7+ Kh8 36.Rb7!*)* 35.g5! The only move to remain equal 35...b1Q *(35...Nc1* allows White to force a perpetual *36.Rxg7+ Kh8 37.g6 Bxg6 38.Rxg6 b1Q 39.Rh6+ Kg8 40.Rh2!* and the only way to deter the checks on g2 and h2 is to give back the queen.*)* 36.g6 Black's knight and bishop, so instrumental in forcing the promotion, now get in the queen's way, and Black has to give the new queen right back. 36...Qxf1+ 37.Kxf1 Kh8 38.Kg1 *(38.Rxg7* runs into *38...Rb1+* when the king is forced to e2 or g2, allowing Nf4+, winning*)* 38...Nxe5 The knight was sort of trapped on d3 *(38...Ne1 39.Rf1 Nd3* repeats*)* 39.dxe5 Bxg6 40.Rxg7 This looks pretty drawish."
34...Nc1! 35.Rf7 b1Q 36.Rxg7+ Kh8 37.g6
[Dalthorp gives analysis of White's last chance: "37.Rf6 Ne2+ 38.Kf2 Nxc3 *(38...Qg1+ 39.Kxe2 Qh2+ 40.Ke1 Qg3+ 41.Kd2 Qd3+ 42.Ke1 Qe3+ 43.Kf1 Bd3+ 44.Kg2 Be4+ 45.Kh2 Qe2+ 46.Kg3 Qg2+ 47.Kh4 Qh2+* It's not clear what Black's dancing queen can accomplish alone.*)* 39.Rh6+ Bh7 40.g6 Rf8+ *(40...Ne4+* works too, but the line is much more convoluted: *41.Kg2 Qc2+ 42.Kh3 Qd3+ 43.Kg4 Qg3+ 44.Kf5 Qf3+ 45.Nf4 Rf8+ 46.Ke6 Ng5+ 47.Ke7 Qxa3+ 48.Kd7 Kxg7)* 41.Nxf8 *(41.Kg3* White can't get away with running. He has three powerful pieces chasing his king around a completely empty space (look at the h1-e4 quadrant!) and mate is inevitable. *41...Ne4+ 42.Kh4 Qh1+ 43.Kg4 Qg2+ 44.Kh4 Qg3+ 45.Kh5 Qh3#)* 41...Kxg7" Noice!]
37...Bxg6 "And White is out of play, down a ton of material, and with a suddenly tender king. He resigned." 0-1

Heredia,Carla (2246) –
Dalthorp, Matt (2024) [B53]
2016 Pan Am Intercollegiate Team Ch. 29.12.2016
[Notes by Matt Dalthorp]
1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Qxd4 [I had been hoping for a chance to break out a Dragon, but I'm fine playing against this Qxd4 sideline. Most of White's alternatives to mainline Open Sicilians are just inferior, and this line is no exception.]
4...Nc6 5.Bb5 Bd7 6.Bxc6 Bxc6 7.Nc3 Nf6 8.Bg5 e6 [All mainline up to this point. Both sides usually just develop logically. White's play is usually based on targeting the d6–pawn and/or organizing a somewhat simplistic kingside attack. As long as Black is aware of the plans at play, he should be able to equalize comfortably with good chances in an imbalanced game.]
9.Qd3?!
[This is not standard. And probably not great. Sure, the knight's better on d4, but why waste the tempi getting it there?]
9...Be7 10.Nd4 Qa5 11.Bd2 Qc7
[The queen wanted to be here anyway. Might as well push the bishop somewhere awkward in the meantime. Thanks to White having wasted time, and now misplaced her bishop, most of White's typical center play has been completely mitigated, while Black has been able to achieve essentially the ideal setup.]
12.0–0–0 0–0 13.f4
[White gets to make the first attacking move, but Black should be much faster. White has too many weaknesses to defend, not enough to attack.]
13...Rfc8 [intending b5 with play down the c-file and against the weak e-pawn. Black is probably already a little better.]

14.f5 e5 15.Nde2? [This is very very bad]

[Essential was 15.Nxc6 White has to take the bishop and slow the play against the e-pawn. 15...bxc6 *(15...Qxc6* is fine too*)* 16.Bg5 *(16.g4 Nxg4 17.Rhg1 Nf6 18.Bh6 g6 19.Bg5* White has a little initiative and probably enough compensation for the pawn, but Black is by no means uncomfortable.*)* 16...Rd8 17.Bxf6 Bxf6 18.g4 White gets to attack, there's nothing really to fear.

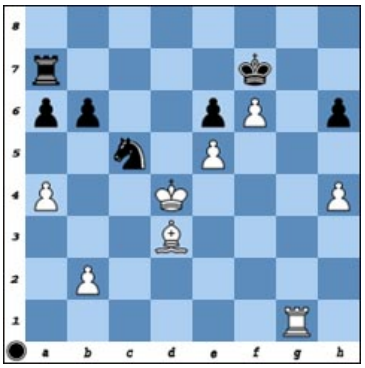
15...b5
[15...Nxe4 is possible right away 16.Nxe4 Bb5 17.Qc3 Bxe2 18.Qxc7 Rxc7 19.Rde1 Bb5 Black has won a pawn and has several additional positional plusses, but I preferred to keep the queens on and attack a bit more.]
16.Kb1
[16.h4 b4 17.Nd5 Nxd5 18.exd5 Bb5 19.Qe4 Bxe2 20.Rde1 Bc4 And Black is completely winning]
16...Qb7 !
[Vicious. The e-pawn is no longer salvageable, and the queenside attack is already in full force.]
17.Bg5?? [Dropping a piece after] 17...b4 [and the knight is effectively trapped.]
18.Nd5 Nxd5 19.exd5 Bb5 [The queen will be overloaded.]
20.Qg3 [20.Qe3 Bxe2 21.Qxe2 Bxg5]
20...Bxe2 21.f6 [Giving up more material, but preserving the best possible attacking chances.

White is objectively dead regardless of how she proceeds, so the best course of action is to preserve as many complicating ideas as possible.]
21...Bxd1 22.Rxd1 Bf8 23.Bh6
[23.fxg7 Be7 and White doesn't have any way in.]
23...g6
[23...Qc7 is forcing, but there are lines where the king needs c7 as an escape square, so I saw no need to take any additional risk. Qc7 can always be played later, if need be.]
24.Bxf8 Kxf8
Black must be careful. If he gets sloppy with 24...Rxf8 then 25.Qe3 Kh8 26.Qh6 Rg8 27.Rd3 will force the trade of Black's queen for White's rook 27...Qd7 28.Rh3 Qxh3 29.Qxh3 and the win may be gone…
25.Qh4 h5
The best move, but also setting a little trap...
26.g4 ... into which Black neatly falls. But if 26.Qg5 the queen penetrates, but one move too slow. 26...Ke8 27.Qh6 Kd7 28.Qg7 Rf8 and Black is up a rock-solid rook.
26...Qc7 [Threatening mate.]
27.Rc1 Qc4 [Pinning the g-pawn.]
28.Qg5
28.h3 Qf4 The rooks will double on the c-file, the king can run to safety, and White is utterly crushed.
28...Qf4 and the queen's redirection has cut off the only diagonal by which White's queen could have entered the kingside. 0–1

Burklow, Ronnie (1400) –
Smith, Danial (1588) [B50]
SW Class Championship 2017 2.17.2017
[Notes by Danial Smith]
1. e4 c5 2. Nc3 Nc6 3. Nf3 d6 (I also considered 3... e6) 4. Be2 Nf6 5. O-O g6 6. d3 Bg7 7. Bg5 O-O (7... h6 8. Bh4 Rb8 9. a3 O-O 10. Nd2 Nd4 11. f4 b5 12. Nf3 Bb7 13.Bf2 Ng4 14. h3 Nxf2 15. Rxf2 b4 16. axb4 cxb4 17. Na4 Bc6 18. Kh2 Qa5 19. Ra2 Bxa4 20. b3 Qb6 21. Rxa4 Nb5 22. Qe1 Nc3 23. Ra1 Nxe4 24. dxe4 Bxa1 25. Bd3 Bg7 26. Rf1 Rbc8 27. Qg3 Rc3 28. Nd2 Rfc8 29. Nc4 R8xc4 30. bxc4 b3 31. cxb3 Qxb3 32. Rf3 a5 33. Be2 a4 34. e5 Rxf3 35. Bxf3 a3 36. e6 Qxc4 37. exf7+ Qxf7 38. Bd1 a2 0-1 Popovic,M (2345)-Ivkov,B (2485) 1991)
8. Qd2 Re8 9. h3 Bd7 10. Rad1 a6 11. Bh6 Bh8 12. Nh4 Nd4 13. f4 e6 14. Bg5 Qb6 15. Qc1 Bg7 16. a3 h6 17. Bxf6 Bxf6 18. Nf3 Nxe2+ 19. Nxe2 Bc6
I had to slam on the brakes. (Originally I thought I was winning a pawn by 19... Qxb2 but after 20. Qxb2 Bxb2 21. Rb1 Bxa3 22. Rxb7 I could see that Black was not winning, e.g. Bb5 23. c4 Bc6 24. Rb6 Rec8 25. Ra1 Bb4 26. Raxa6 Rxa6 27.Rxa6=)
20. Nc3 Bg7 21. Nd2 Qd8 22. Ne2 b5 23. b3 Kh7 24. c4 Ra7 25. Nf3 f5 26. Ng3 Qa8 27. Rfe1 Rae7 28. Qc2 Qb8 29. Rb1
(29. d4 bxc4 30. bxc4 cxd4 31. Nxd4 Qb6)
29... Qa8 30. Qe2 Rf7 31. e5 d5
(31... Bxf3 32. gxf3 Qd8 33. exd6 Qxd6 34. Qd2 Rd8)
32. Nh4

32... Rg8!?
(32...dxc4 should be played.)
33. d4
Yes, I saw that 33. Nxg6 loses to ...dxc4 (33... Kxg6 34. Qh5+) 34. dxc4 Bh8 with winning pressure down the g-file, but I saw it only AFTER I played Rg8.
But 33. cxb5 axb5 34. Nxg6 would have been a better try for White. Komodo thinks Black has the advantage, but I had been floundering and don't know that I would have found the necessary moves.
33... Bf8
The position still cries for 33... dxc4 for example: 34. dxc5 cxb3 35.Rxb3 Bf8 36. Rc3 Bd5 37. Nf3 Rc7 38. Rec1 Qa7 winning.
34. b4 cxb4 35. c5 bxa3 36.Rb3 Be7 37. Nf3 Rb8 38. Qd2 Bd8 39. Ra1 Ra7 40. Raxa3 a5 41. Ne1 a4 42. Rb1 Ba5 43. Qe3 b4 White threw in the towel. 0-1

Lemper, David (981) –
Jamison, Helen (1130) [D55]
BRAZOS Hillsboro, TX (1.9), 29.10.2016
[Notes by Jim Hollingsworth]
1.d4 d5 2.c4 Nf6 3.Nc3 e6 4.Bg5 Be7
Queen's Gambit Declined. In their book "How To Think Ahead In Chess" I.A. Horowitz and Fred Reinfeld wrote of the Lasker Variation of the QGD,"The object of this defense is simplification. From the very start Black has in view the exchange of several pieces. These exchanges free his game by ridding him of pieces that past experience tells us will have little mobility. And these Black pieces are to be exchanged against White pieces which, as we likewise know from experience, will have considerably more mobility than their Black opposite numbers."
5.Nf3 0-0 6.e3 Bd7!? [6...h6 7.Bh4 Ne4! Is that line endorsed by Horowitz and Reinfeld...] 7.Bd3 Bc6! [Black's Queen Bishop is well placed to support future Kingside operations] 8.0-0 b6 [8...dxc4! 9.Bxc4 Ne4 10.Bxe7 Qxe7 11.Nxe4 Bxe4 and Black is slightly better.] 9.Qc2 Nbd7 10.Rfe1?[10.cxd5!±] 10...dxc4! 11.Bxc4 h6 12.Bh4 Bxf3! 13.gxf3 Nh7 14.Bg3+ [White's Kingside is weakened and Black has plenty of pieces to exploit this.] 14...Ng5 15.Kg2 Bd6 16.Ne4 Bxg3 17.fxg3 Kh8 18.f4 Nh7 19.Bd3 f5 20.Nd2 a6 21.a4 Ra7 22.Nf3 g5 23.fxg5 Nxg5 24.Nh4 [Threatening to fork with check at g6.] 24...Qa8+ 25.e4 Kg7 26.Nf3 Nxf3! 27.Kxf3 c5? [Much much stronger is 27...fxe4+ 28.Ke3 Rf3+! 29.Kd2 *(29.Ke2?? exd3+)* 29...Rxd3+ 30.Kc1 c5] 28.Qc3 Rf6 29.Ke3 Qb8 30.Rg1 Kf7 [The immediate threats to his King seem over. White tries getting back into the game.] 31.Raf1 Qd6 32.e5 Qxd4+! 33.Qxd4 cxd4+ 34.Kxd4 Rg6 35.g4 Rg5 36.h4 Rg7 37.gxf5 Rxg1 38.Rxg1 Nc5 39.f6



39...Rd7+!
Seems to be falling into a trap?
40.Kc4 Nxd3!
41.Rg7+ Ke8
42.Rxd7 Nxe5+!
43.Kd4 Nxd7 0-1

Foster, Phillip Bram (1342) –
Hart, Adam (1291) [B27]
BRAZOS Hillsboro, TX (1.8), 29.10.2016
[Notes by Jim Hollingsworth]
1.e4 c5 2.Nf3 g6 [Hyper Accelerated Dragon] 3.Nc3 Bg7 4.Bc4 Nc6 5.d3 [Transition to the Closed Sicilian] 5...Nf6 6.Be3 d6 7.Qd2 Ng4 8.h3 Nxe3 9.fxe3 e6 10.Rb1 a6 11.a3 b5 12.Ba2 b4 13.axb4 cxb4 14.Ne2 Bb7 15.d4 Qa5 16.Ra1 Rc8 17.0ñ0 Qb6 18.Ng3 0ñ0 19.Ng5 Nd8 20.h4 h6 21.Nh3 a5 22.Rac1 d5? [Black worries about protecting f7, but this plan transforms an active Bishop attacking the White King's sanctuary into a bad Bishop. Better is ... 22...e5 23.dxe5 Bxe5 24.Rf3 a4 25.c3 b3 26.Bb1 Qa5 27.Nf2 a3 28.Nd3 a2 29.Nxe5 axb1Q 30.Rxb1 Qxe5-+] 23.e5 a4 24.c3 b3! 25.Bb1 Ba6 26.Bd3? [This is a "good" Bishop actively attacking Black's sanctuary and supporting a future push in the center, yet White trades it for a piece out of play.] 26...Bxd3 27.Qxd3 Rc4 28.Nf2 Qa5 29.Nfe4!?

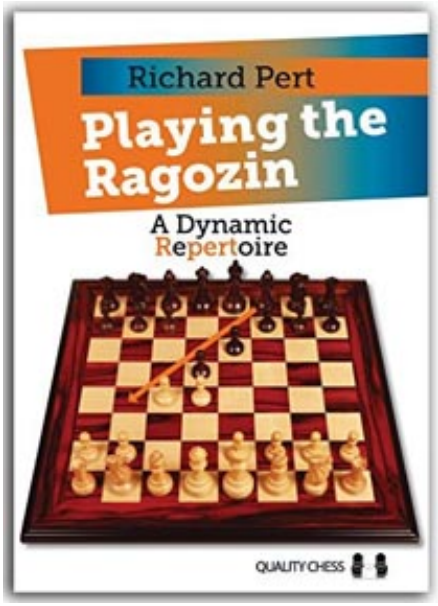
29...a3 30.bxa3
[30.Ra1!? a2 31. Nd2 Qb5 32. Nxc4 dxc4 would have been interesting.]
30...Qxa3 31.Ra1 Qe7 32.Nd2 Qxh4 33.Nxc4 dxc4 34.Qxc4 Qxg3 35.Rf3 Qg4 36.Qxb3± [The outside passed pawn should be strong.] 36...Nc6
[I'd suggest 36...f6, to activate the bishop.—TB]
37.Qb7! Nd8 38.Qd7 Qh4 39.Rh3 Qg5 40.c4! f5? 41.Ra8 Nf7 42.Rxf8+ Kxf8 43.c5! Nd8 44.c6! Qe7 45.Qc8 Kf7 46.e4
[46.c7! Nc6 47.Qb7 Nd8 48.Qb6 Ke8 49.cxd8Q+ Qxd8 50.Qxe6+ Qe7 51.Qxg6+ Qf7 52.Qxf7+ Kxf7 53.Rf3 Ke6 54.g4+-]
46...fxe4 47.Rc3 Bxe5 48.dxe5 Qa7+ 49.Kh2
Black lost on time ... 1-0

IM John Donaldson

Reviews

"Playing the Ragozin"

by Richard Pert



It's not easy to find an opening that has never been covered but English IM Richard Pert comes close with *Playing the Ragozin* (Quality Chess, 2016, www.qualitychess.co.uk/, 440 pages, figurine algebraic, $29.95). One has to go back 60 years to find another book, *Questions of Modern Chess Theory*, on Bobby Fischer's one-time favorite 1.d4 d5 2.c4 e6 3.Nf3 Nf6 4.Nc3 Bb4. Even that classic by Isaac Lipnitsky (available from Quality Chess in an English translation) was only partly devoted to the Ragozin, but that is hardly the case with Pert's massive tome.

The Ragozin has traditionally been paired with the Nimzo-Indian (1.d4 Nf6 2.c4 e6 3.Nf3 d5 4.Nc3 Bb4 and 3.Nc3 Bb4), but Pert has come up with an equally viable repertoire based on 1.d4 d5 2.c4 e6, meeting 3.Nf3 Nf6 4.Nc3 with 4…Bb4 and 1.d4 d5 2.c4 e6 3.Nc3 with 3…Bb4. In addition he provides a repertoire against the Catalan (1.d4 d5 2.c4 e6 3.Nf3 Nf6 4.g3 Bb4+ 5.Bd2 Bd6), making this volume a complete defense to 1.d4 d5 2.c4.

Pert is very thorough and in his 300 page treatment of the Ragozin he does a terrific job of presenting the best theoretical lines for Black. He also goes well beyond this. Sometimes when the second player plays the best moves they face the prospect of a long sequence of moves leading to a draw. Many of Black's best defenses (the Najdorf Sicilian being one prominent example) have main lines that end in forced draws and the Ragozin is no different. Pert's key variation in this book, which transposes into the Vienna after 1.d4 d5 2.c4 e6 3.Nf3 Nf6 4.Nc3 Bb4 5.Bg5 dxc4 6.e4 c5, ends in a perpetual after 34 moves. Theoretically there is absolutely nothing wrong with this, but for those who are in a must win situation or just prefer a less analyzed alternative, Pert gives 20 pages on the sharp 6…b5 covering much new ground. Another example of his thoroughness is attested to by the fact that he offers multiple answers to Samisch Nimzo-Indian transpositions after 1.d4 d5 2.c4 e6 3.Nc3 Bb4.

Playing the Ragozin is a first rate effort that will prove of interest to anyone looking for a defense to 1.d4.

John Donaldson runs the Mechanic's Institute Chess Club in San Francisco, the oldest in the U.S., dating to 1855. He was captain of the U.S. Chess Team that recently won the Chess Olympiad. He also has an interesting weekly chess newsletter here: http://www.chessclub.org/news.php

UPCOMING TOURNAMENTS

For More Tournament Info Visit the USCF Tournament Site:
www.uschess.org/tlas/upcoming.php

Mar 1 2017 — Pioneer Chess League Season Begins — OK

Flexible playing times highlight this new team event idea, which goes until Labor Day Weekend. Everyone is welcome. Contact Bran Whitcomb for details on how to join or form a team. branwhitcomb1979@yahoo.com More info on the OCF website.

Mar 4 2017 — 7th Annual Four States Winter Open — Joplin MO

4-SS; G/60,d5. Hilton Garden Inn, 2644 E 32nd St., Joplin. Two Sections: Open, U1400. Adv. Registration requested: $30 EF. Cash Prizes. More Info: http://www.joplinchess.org/2017/01/7th-annual-four-states-winter-open/

Mar 18-19 2017 — Arkansas Open — Fayetteville AR

5-SS; G/90 + 30, Mount Sequoyah Retreat Center, 150 N. Skyline Dr., Fayetteville AR. Two Sections: ($$ b/40) Open: $250-150; U1800-$120; Reserve: (U-1600) $150-100; U-1300-$100; Upset-$50; EF: Open $45; Reserve $35 (deduct $5 from either if postmarked by Mar. 13). TD: Les Kline, 801 N. Rush Dr., Fayetteville AR 72701; cl_kline@sbcglobal.net; (479) 595-5720. Reg. 8:15-9:15 AM Sat.; Rds. 9:30-2-6:30; Sun. 9-1:15. ACA/OSA; USCF required. Lodging: Cabin rooms $80 (no tax) at Mt. Sequoyah Retreat Center; 800-760-8126 (toll free), M-F 9am-5pm.

Mar 25 2017 — 5th "Do or Do Not" Quads — Norman OK

3-RR Quads; G/60 + 30. OU Student Union. More Info: http://oklahoma.orgsync.com/org/chess/home

Apr 22 2017 — 6th "Do or Do Not" Quads — Norman OK

3-RR Quads; G/60 + 30. OU Student Union. More Info: http://oklahoma.orgsync.com/org/chess/home

Apr 29 2017 — 15th Annual Red River Shootout — Davis OK

This is the REAL Red River Shootout, the annual team match between the most fanatical chess players in Oklahoma and Texas. 2 games with same opponent. Those who wish to play on the Okie team can contact Mike Tubbs or Joe Veal. More details at http://rrsochess.net/rrso_home.html#RRSO including the history of the event, team captains, and more.

May 27-28 2017 — Frank K Berry Memorial — Tulsa OK

5-SS; G/90+30; Trade Winds Central Hotel, 3141 E. Skelly Dr (NW corner of 51st and Harvard), Tulsa OK 74105 (918-749-5561). Free WiFi, www.tradewindstulsa.com Hotel Rates: $55-$69. Two Sections: Open, and Reserve (U1700). EF: $40 if mailed by 5/21, $50 thereafter, FREE entry for Masters 2200+ (deducted from prizewinnings). Free OCF Memb. Prizes $$2400 (1st prize Gtd., the rest b/65). Open: $600(G)-250 U2100: 200-100, U1900: 200-100, Reserve (U1700): $300-200, U1400: 200-100, U1100/UNR: 150. More $$ if entries permit. Byes: One half-point bye Rds 1-5 if commit before Sat 9PM. REG: 9-9:45 Sat AM Rounds: 10-2:30-7, 9-1:15. Possible bughouse tournament. Entries to: Tom Braunlich, 7500 S. Birch, Broken Arrow OK 74011. Inquiries: tom.braunlich@cox.net Web: www.ocfchess.org

would ram down the middle, as White had no way to prevent it from becoming a passed pawn, and no realistic way to activate his rook for counterplay.

Such foresight is really nothing special. Little calculation is needed here; it is merely a matter of seeing what you need to do and realizing there doesn't seem to be anything White can do about it. This plan would work even if White were a grandmaster! Black simply needs to be careful and methodical when following the plan, not allowing the e-pawn to get blockaded.

26.b4 Rb2 27.a3 b6 28.f3 h5 29.Rd1 Rb3 30.Ra1 Kg7 31.Kf2 f5 32.f4

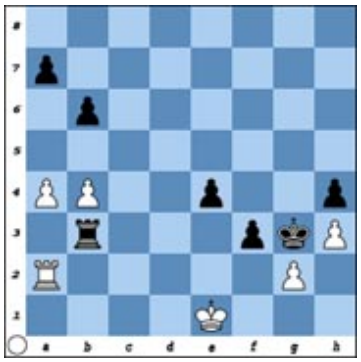
This attempt to hold back the e-pawn is a good try, even though it probably hastens the end. If White can maintain this pawn on f4, the e-pawn cannot become a passer, and all he needs is one more move to support it with a pawn on g3…

32… h4!

The game still isn't finished! This move prevents White from playing g2-g3 to support the f4-pawn, thus Black can continue with …g5, knock out the f4 pawn, and turn the e5-pawn into a passed pawn — all according to plan.

33.Ra2 Kf6 34.Ra1 g5!

The g-pawn does the dirty work of removing the nuisance on f4 so that the e-pawn can run to glory.



35.fxg5+ Kxg5 36.Ra2 e5! 37.Ra1 Kf4 38.Ra2 e4 39.Ke2 Kg3 40.Kd1 f4 41.a4 f3

(See final diagram, left)

0-1

Just looking at the diagrams above in sequence visually portrays the methodical nature of Black's plan to win with his extra pawn. Each diagram shows Black making significant progress following the Classic Blueprint, while White was unable to make any headway of his own for defense.

Messy "Positional" Advantages — Planning on Winning

Again, it is critically important to stop and reassess the position after major changes, including wins of material or the creation of significant positional advantages. As stated above, the positional changes resulting from the creation of this advantage must be examined and incorporated into a revised plan. This can often be a messy process, especially since strong players will typically throw caution to the wind when slipping into a bad position and try to create some sort of imbalance that gives them a chance to fight back, often taking the guise of giving up material or positional concessions for dynamic counterplay, such as the potential pawn sacrifice on move 14 in the above game.

The blueprint above in the material advantage section is usually a good place to start, as many of its tenets translate well to positional advantages. But sometimes there is not an effective way to transition into an endgame as above. In these cases, the advantage must be realized through active and dynamic piece play, often taking advantage of positional defects in the opponent's position along the way, such as finding an active post for one of your pieces or targeting a weak pawn.

Next we have two different examples between Anthony Paolercio and myself where the player gaining the advantage did not adjust to make a new plan that fits the needs of the new position. These are somewhat complicated cases, because in both games the player who gained the advantage did at least follow a typical middlegame plan for the given opening.

But as is often the case, continuing with "typical" moves after gaining the advantage was not in tune with these positions, and as a result the other side was able to come up with counterplay that reversed the outcomes.

Paolercio, Anthony (2041) - Cope, John (1980)
Chess Saturday Invitational #1 01.19.2013

1. e4 c5 2. Nf3 g6 3. d4 cxd4 4. Nxd4 Nc6 5. Nc3 g6 6. Be3 Nf6 7. Bc4 Qa5 8. 0-0 0-0 9. Kh1!? d6 10. Bb3?
A tactical mistake, allowing ...Ng4.

10 … Ng4 11. Nd5 Nxe3 12. fxe3

Black has exploited a tactical error to inflict serious weak isolated doubled pawns on White. Black also acquired the great outpost square e5, won the two bishops, and eliminated White's important dark bishop that normally is needed to counter Black's "dragon" bishop on g7.

But this is not yet a won game; there is still much work to do. White's pawns look horrible, and a lot of possible endgames would be won for Black, but in the meantime White still has very active pieces and given time could cause Black problems on the f-file and kingside. The game is not going to win itself, so Black has to come up with a new active plan.

Yet I was not yet in the mindset of "planning on winning." I was unwilling to do what is often needed against a strong player — trade one advantage for another. Enamored with my static advantages, I drifted badly in the ensuing middlegame, as can be seen below.

12… Qd8!
A good start. One must always be vigilant about tactics. White is threatening to chop on c6 and then play Nxe7+. The queen retreat stops that and puts her on a square from which she can redeploy to the kingside where she can be part of a plan to attack White's weaknesses — if Black plays it right.

13. Rf2 Ne5 14. h3

14… Bd7
This lackluster move ominously signals that I was indeed reticent to play ...e7-e6 to kick out the d5-knight, which needed to be done sooner rather than later to blunt some of Anthony's piece pressure. I was reluctant to do that because it would weaken my d6 pawn, but again, you can't win a won game by just playing safe natural moves alone.

Here, Black needs a plan to attack White's weaknesses and utilize his strong N on e5 and Bg7, as well as finishing his development. Black thus needs to take a moment here to adjust his mindset, look at the position from a fresh perspective, and create an effective plan for how to deploy his pieces. Doing so would make it clear the new plan should start with 14… e6. For instance, 14 … e6 15. Nf4 Qh4! and you can see that the Q comes to a terrific post, hitting several weak spots and gazing directly at White's king. Many tactical themes are in the air there already (…g5 or …Ng4/…Be5/…e5, etc.). Assuming white handles these initial threats, Black only needs to finish his development from there to have a nice active position. So what if the d-pawn is weak? It's hard for White to attack, and even if he were to win that pawn Black would hardly miss it, because his pieces will be so active.

Compare that with this game, where Black delays …e6 and White's pieces stay active and begin to radiate immense pressure along the f-file. Black makes a typical error, following "normal" queenside Dragon play that is more aesthetic than effective. Normal moves are no substitute for a good plan!
15. c3 b5 16. Qe2 Rb8 17. Raf1 a5 18. a3 Rb7 19. Nf3!? e6!?

While Anthony was working on trying to remove my best piece (the knight) from the board, I finally realized that ...e6 would be inevitable at some point. But the cost of waiting several moves was a deterioration of my advantage. 19 ...e6 was an admission that my attempt to go without it did not work. The delay of ...e6 also didn't coordinate well with my previous moves, but I could no longer avoid it.

20. Nxe5 Bxe5

Also possible is 20 ... dxe5, covering the important f4 square and removing the pawn from a semi-vulnerable spot on d6. But Black's thinking is still too mired in static advantages to consider this more dynamic move.

21. Nf6+ Bxf6 22. Rxf6

Having lost my two pieces that had been nicely posted on e5, I've also lost the advantage.

22...b4 23. Qf2?

Anthony makes a tactical oversight, but I promptly return the favor with my reply. He should have played 23. cxb4 first.

23 ... Qe7?

The brave 23 ... bxa3! is very strong and leads to an advantage for Black after 24. Rxf7 Rxf7 25. Qxf7+ Kh8 26. Bxe6 Bc6 27. Qf2 axb2 when the advanced queenside pawn is strong.

However, seeing this combination would have required a dynamic mindset, something that my play for the last ten moves has not shown. One of the main problems with focusing on natural moves is that it leads to a stodgy mindset that is less alert to such opportunities when they arise.

24. Qh4? Bc8? 25. cxb4!

Both players missed the tactics, but now White stops this possibility.

25 ... axb4 26. a4 Rc7 27. R1f4 Kg7 28. Bc4 h6

Just one look at the position shows how far Black let his advantage slip. White has been pursuing a plan of infiltrating the kingside along the f-file, and he already has an edge. Black's 28... h6 move weakens the kingside and misses one last chance to seek counterplay — now required to fight for equality. Instead of passively trying to close up avenues into the kingside, 28 ... d5!? 29. exd5 exd5 30. Bxd5 Qxe3 simplifies the situation in the center and gives Black a fighting chance to equalize thanks to the suddenly vulnerable position of White's king. This also synergizes with some of Black's recent moves, making use of ...e6 and some of Black's piece repositioning.

Instead, I tried to sit tight. It didn't work out well.

29. b3! Qe8 30. Qe1!

Notice how Anthony now prosecutes his advantage creatively. His focus is still on my weak kingside, and for this he realizes he needs to reposition his queen to the long diagonal. Thus we see him pursuing this plan very logically with the sequence: b3/Qe1/Qa1! Folks, that there is what you call a plan!

30 ... Rb7 31. Rf1 Qe7 32. Qa1!

Taking the long diagonal. From here tactical problems snowball for Black, cementing the loss.

32 ... Kg8 33. Bd3!

Eyeballing the g6 pawn for a sacrifice now.

33 ... e5 34. Bc4

Having induced the weakening ...e5 move, the bishop returns to the diagonal targeting f7. White is winning.

34 ... Bf5

35. Rxf7! Rxf7 36. **exf5 Qf6 37. fxg6 Qxg6 38. Rxf7 Rxf7 39. Qf1 Kf8 40. Qxf7+ Qxf7 41. Bxf7 1-0**

Notice that White's final combination forces a trade down to a winning endgame — the Classic Blueprint again. The endgame is completely hopeless for Black due to the passed a-pawn.

In another instructive example of what can happen when we don't take the necessary

steps to re-evaluate our plan after major changes on the board, we again see a winning position slip away. This is another game between Anthony and me, but this time with the roles reversed. Anthony earns the advantage but then makes a crucial and common error. Instead of making a new plan to exploit his advantage, he carries on with his attack out of inertia and thus runs down a dead end. Thus I was able to claw my way back into the game and eventually reclaim the advantage — this time a winning one.

Paolercio, Anthony (2135) - Cope, John (2050)
Chess Saturday Invitational #4 06.14.2014

1. e4 c5 2. Nf3 e6 3. d4 cxd4 4. Nxd4 Nc6 5. Nc3 Qc7 6. Be3 a6 7. Qd2 Nf6 8. 0-0-0 Bb4 9. f3 0-0 10. Nb3 d5! 11. Bg5 dxe4 12. Bxf6 gxf6 13. Qh6 Bxc3 14. bxc3 Qe5

Black has a solid position. Both sides have surrendered their dark squared bishop and have a pawn weakness, but Black has the more centralized queen as well as prospects of trying to hold onto the extra pawn. But a sense of danger is needed!

15. h4!? Qxc3?

This pawn grab qualifies as reckless endangerment! Black is already up a pawn, but the dangerous position of White's queen means that quick development and the security of the kingside must be the top priorities.

15 … f5! was the correct way to proceed, adapting to the above points by opening a path for the queen to retreat to g7 as well as doing more to try to hold the extra pawn on e4 by relieving the queen from sole guard duty.

16. Rh3!

Black's careless pawn grab will cost a piece.

16 … Ne5 17. Rg3+ Ng6 18. h5 Qc7 19. hxg6 fxg6

(see diagram, left)

20. Qh2!

This sharp tactic prevented Black from getting a third pawn for the piece (after which his compensation would be quite good).

20…e5 21. fxe4 Be6

There are several factors that make winning this a difficult practical task for White. Perhaps the most obvious is that in the very short term, the poor placement of White's minor pieces — especially the f1-bishop —means that I'm hardly playing down material at the moment. He certainly has the extra piece in reserve, but it's difficult to find a task for the knight and bishop without them getting in the way, as is demonstrated in the game later.

The second problem for White is that the position has shifted significantly enough that normal Sicilian-style plans no longer work well. Attacking on the kingside is standard Sicilian fare, but Black actually has plenty of defenders and a defensible structure there, and the normal method of a pawn storm to break down the defenses isn't possible — those pawns were involved in winning the piece in the first place.

All of this goes to show how important it is to stop once you have achieved a winning position like this and re-evaluate what your plan should be. Instead of continuing the same attack on the kingside, the position is calling out for White to consolidate and regroup his pieces toward the center, which both protects his king and creates chances to trade down into an endgame. Processing and assessing all of this over the board is never easy, but nevertheless it is a vital skill to realize when a change of plan is needed.

22. Bd3 Rf7 23. Rh1

What should White do? Instead of continuing to push on the kingside, a new plan of re-centralizing his queen and rook to the center would be stronger, beginning with the

maneuver 23. Qg1! (intending Qc5 to trade queens if allowed). The ensuing play shows that the attack on the kingside goes nowhere, so this is a critical point to recalibrate to a plan that meets the needs of this specific position.

23 … Rg7 24. Qg1 Rc8 25. Qf2 Qe7 26. Rf3 Rf7 27. Rf1 Kg7 28. Kb1 Bg4 29. Rg3 Be6 30. Rf3 Bg4 31. Re3 Rc6 32. Qh4 Be6 33. Rh1 Kg8 34. Rg3 Rg7 35. Rf3 Rf7 36. Rd1 Rc8

White has repeatedly probed on the kingside, but without his minor pieces playing a role, he simply doesn't have enough force to break down the fortress on that wing. The bishop on e6 is outperforming both minor pieces combined, which along with Black's two pawns for the piece have kept me in the game. White must shift the battleground to a different area of the board, but the clunky position of his pieces makes it difficult to do that without allowing counterplay.

37. Be2?!
Case in point. Moving the bishop at some point was likely to be necessary to allow use of the d-file, but the lack of precision here allows Black some time to get started with his own play on the queenside — an attack which could quickly become venomous.

Better was 37. Rf2, when White can respond to 37 … a5 with 38. Bb5, finally finding work for the light squared bishop. In a more general sense, it would be ideal for White to transfer his queen back to the center, but at the moment tactics in the air (...Bg4 for starters) cause problems with that.

37 … a5! 38. Qe1 a4 39. Nc1 Qc5 40. Qd2 Rd7 41. Rd3 Rcc7 42. Rxd7 Rxd7 43. Nd3?

In trying to find a way to untangle without giving up material, White walks into a pin and leaves two different pawns loose, which Black takes advantage of with the next move.

43 … Qc4

Attacking both a2 and e4. With a third pawn for the piece and White's king becoming even more vulnerable, Black has control now.

44. c3 Qxe4 45. Bf3 Qc4 46. Qe2 Bf5 0-1

This month we saw why it is so important to take stock after major changes on the board, even (perhaps especially!) when those changes are in your favor. Often the changes on the board require significant changes of plan. The games between Anthony and me above show that failing to make those adjustments against strong players can quickly lead to the dwindling away of a potential win. These examples are just the tip of the iceberg, but they serve well to show that winning against strong players, especially experts and above, requires focus.

Tom's performance in the first game is a good blueprint for how to adjust well to having a strong advantage. While he did benefit from his opponent struggling somewhat in the early middlegame, Tom did what he could control: adjusted his own play at the proper time and then pressed the advantage with a clear plan.

I hope that this follow-up to last month's article is a good start on how to proceed in games without falling into the trap of "waiting for the blunder" that we discussed previously, and also shows how the resistance strong players often create from a bad position can frustrate the improving player and requires them to "plan on winning" in order to overcome it.

Until next time, best of luck with your upcoming chess endeavors!

became highly stylized. But the names survived, (although even the names evolved again when it came to Europe).

The ancient game had other rule differences from modern chess that are important:

- Stalemating the opposing King resulted in a WIN for the player delivering stalemate.
- Bare King Rule — Capturing all of the opponent's pieces except the King also counted as WIN.
- No "en passant" rule exists, of course, because the pawn could not advance two squares on the first move.
- There was no rule yet for "castling."
- The board was not yet checkered.

The Rook was the strongest piece, and the Queen was even weaker than the King.

Relative values of the pieces:

	Old Value		Modern Value
Baidaq	1	Pawn	1
Faras	4	Knight	3
Al-Fil	1.5	Bishop	3
Rukh	6	Rook	5
Firzan	2	Queen	9

About 70% of ancient games were drawn, due to the lack of power for the Bishop (Al-Fil) and Queen (Firzan). The checkmate was very rare but that was hailed as a "top victory" or "superior victory." Winning with stalemate or the "bare king" rule were only thought of as "inferior" victories.

Arranging a Test-Drive

So, let's crank up the engine and start the test drive of this ancient form of chess. To do that, let's use some ancient chess books to find some ancient puzzles to solve.

The first in-depth chess book was written by Al-Adli (circa 840) who was the strongest player of chess at that time. In his book (called: *Kitab ash-shatranj* – "The Book of Chess") there were some analysis and the very first chess puzzles.

Another book we can use for ancient puzzles was written centuries later by Luis Ramirez de Lucena, in Spain, published in 1497. It is a unique book because in the problem section there are 150 puzzles - 78 of them by the old rules and 72 by the "modern" rules. It shows that in Spain both rules were still in use in the late 1400s! Personally I was very excited to find this ancient book in Spanish was available online for me to read, thanks to the *Ministerio de Educacion, Cultura y Deporte* website of the Spanish government.
http://bvpb.mcu.es/es/catalogo_imagenes/grupo.cmd?posicion=1&path=4869&forma=&presentacion=pagina&config_zoom=S

Under the pictures of the chess problems we can read the funny text that makes me smile every time: "*Blanco tiene la mano y dice que dara jaque y mate al negro en dos lances ni mas ni menos."* This translates to: "White has the hand (first move) and says he will checkmate black in two throws no more no less." Another says, "*Blanco dice que si negro le da la mano dara jaque y mate en dos lances." It means,* "White says if Black gives him the hand (first move) he will checkmate him in two throws."

Believe me, test-driving some of these old problems is more difficult than the modern chess puzzles. Why? Sometimes there are conditions or restrictions that make the puzzle even more difficult.

Let's see some of the puzzle conditions they specify:

- *no more no less* —Sometimes there is a possibility to mate in less moves, but the solution has to be "no more no less" than the number specified.
- *fidated (fidation)*— Immune (immunity) from capture. It means it is NOT allowed to capture a specified piece.
- *immobility* — It is NOT allowed to move a specified piece.
- *bishop mates*— It means no other piece can mate, ONLY the bishop.

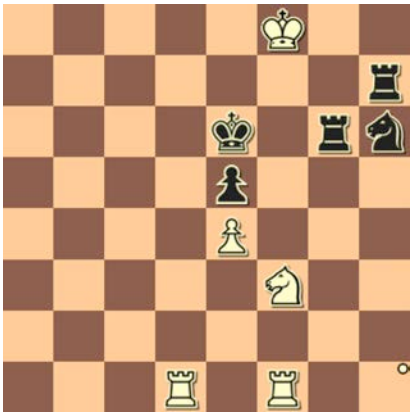
And now let's put it in gear and let the test-drive begin! Enjoy the ride!

Ancient Rules Puzzles

(Use only the rules ancient chess, explained above.)

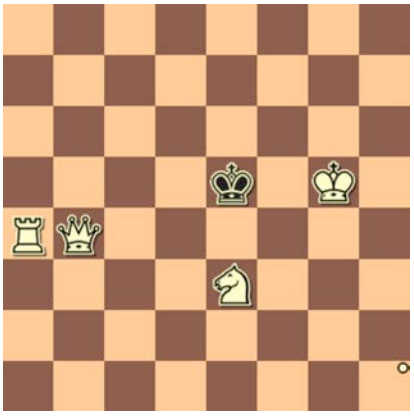
Answers are on the next page.

Puzzle "A", by Al-Ali (circa 840)
White moves and mates in 3:



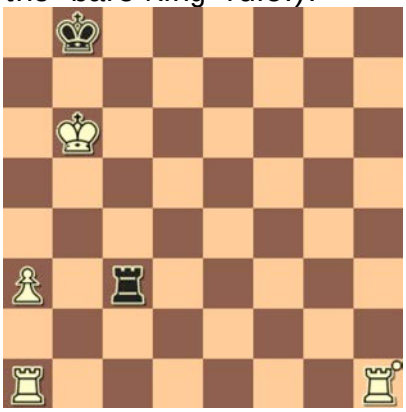
Use the Ancient Chess Rules

The remaining problems are by Lucena:
1./ White moves and mates in 3:



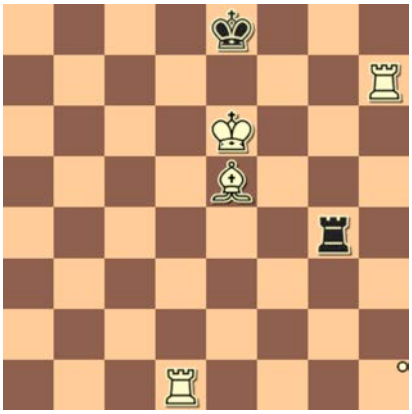
Note:
On this and problems 4 & 6 Lucena doesn't want the "lone king" rule to be enforced, as he has not placed any other black pieces.

2./ White moves and mates in 3 (watch for the "bare King" rule!):



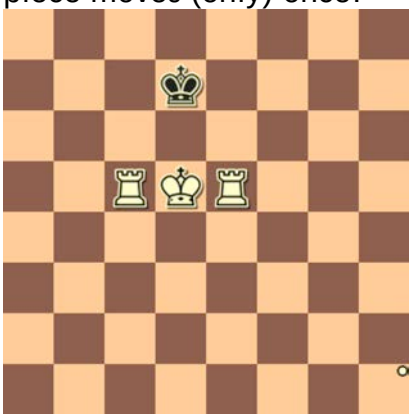
Use the Ancient Chess Rules

3./ White moves and mates in 3, "no more no less"!



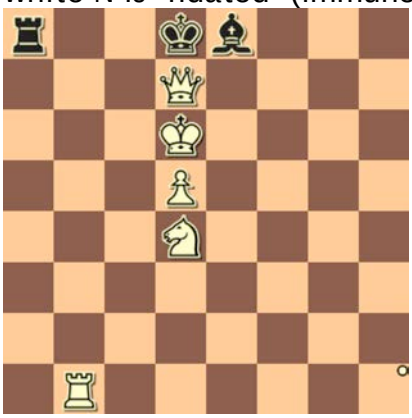
Use the Ancient Chess Rules

4./ White mates in 3 with this condition: each piece moves (only) once!



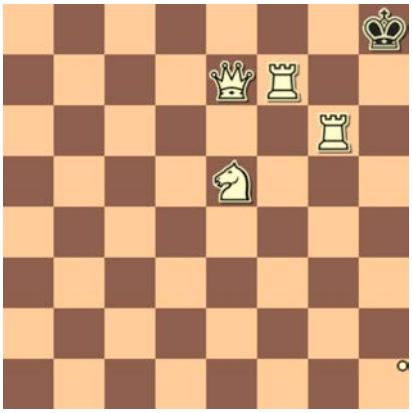
Use the Ancient Chess Rules

5./ White mates in 3 with this condition: the white N is "fidated" (immune)!



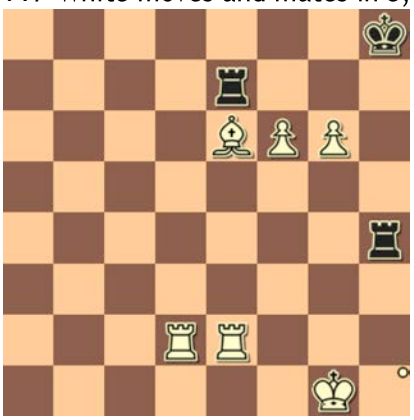
Use the Ancient Chess Rules

6./ White moves and mates in 4, "no more no less"



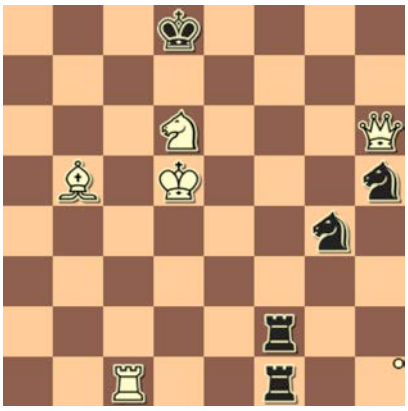
Note:
Lucena didn't place a White King on the board; apparently it didn't matter…

7./ White moves and mates in 3, “no more no less”



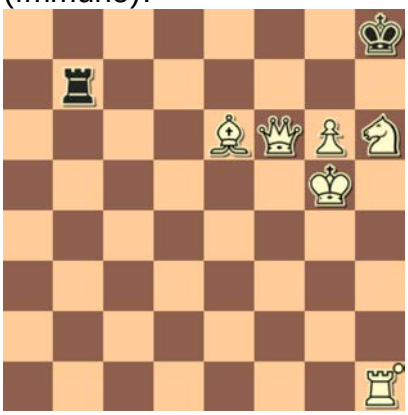
Use the Ancient Chess Rules

8./ White moves and mates in 3:



Use the Ancient Chess Rules

9./ White moves and mates in 3 “no more no less” and with this condition: black R is "fidated" (immune)!



Use the Ancient Chess Rules

SOLUTIONS

Puzzle A:
1. Ng5+ Rxg5 2. Rf6+ (only move) 2...Kxf6 3. Rd6#

Puzzle 1/
1. Qc5 Ke6 (only move) 2.Ra7 Ke5 (only move) 3.Re7# Nice cross formation isn't it?

Puzzle 2/
1. Rh8+ - Rc8 2. Rah1 - Rxh8 3. Rxh8#

Puzzle 3/
1. Rh8+ Rg8 2. Rc1 - any move, and now 3. Rc8# or Rxg8#

Puzzle 4/
1. Rc4 (or c3, c2, c1) - Kd8 (only move) 2. Kc6 Kc8 (only move) 3. Re8#

Puzzle 5/
1. Ke6 - any move 2. Nc6 - 3. d6#

Puzzle 6/
1. Rh6+ Kg8 (only move) 2. Rf8+ Kg7 (only move) 3. Qf6+ Kxf8 (or h6) 4. Rh8#

Puzzle 7/
1. Rd8+ Re8 2. Rh2 and next move mate with either rook.

Puzzle 8/
1. Rc8+ Ke7 (only move) 2. Re8+ Kf6 (only move) 3. Re6# (The Queen covers g7 and g5. It’s interesting only the white rook moved.)

Puzzle 9/
1. Nf5+ Rh7 2. Rh6 Rxh6 (only move) 3. Qg7#

OKIE DATABASE UPDATE NOW AVAILABLE

Go to www.ocfchess.org and visit the Members Section and select the database page. Download the update “Okie_Database_Update-2017-3”. Using your database program you should be able to merge it with your copy of the Okie_Database_Master to complete the update.

were chess professionals and they had to play their chess games on Saturdays and Sundays, then it was back to school or work.

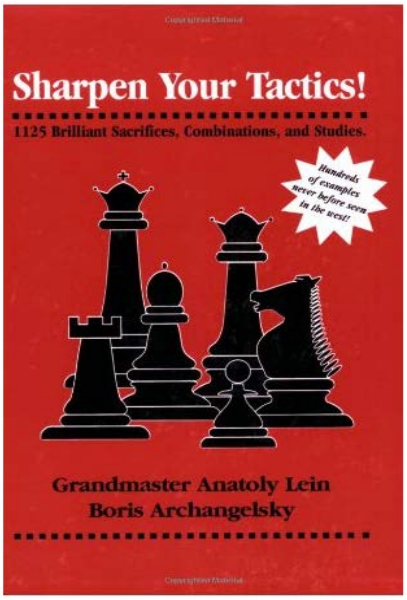
I invited Anatoly back for the 1982 Turkey Shoot and another simul. He shared first place in that tournament. The following Tuesday, I drove Anatoly to Tulsa for yet another simul. In the middle of the event Anatoly suddenly stopped, came over to me and whispered, "This is very embarrassing, but you must find me a restroom." I laughed and told him nobody would even notice since their heads were all glued to the chessboards. Following the exhibition, Dee Drake, the player who first got me interested in tournament chess, asked to play blitz with Lein. Dee was a strong blitz player and was near master strength at the time. I thought he might be able to win or draw a game or two, but Anatoly easily won every game for the hour or so they played.

Lein, originally from Leningrad, loved cold weather and over and again rolled down the car window to lean out and inhale the brisk November air, always saying "I love the cold air." He spent so much time leaning out my car window, that he finally broke the ceiling hand grip!

We discussed his days in Russia and tournaments life in the old days. I was especially fascinated with accounts of his travels with International Master Rashid Nezhmetdinov, who was famous for having played some of the most amazing and brilliant games ever seen on a chessboard.

Throughout the 80's and 90's I ran into Anatoly at chess events many more times, and he eventually wrote two books that I published – *The Leningrad Dutch*, and *Sharpen Your Tactics!,* co-authored with Russian chess coach Boris Archangelsky.

Anatoly Lein was very courageous to emigrate to the United States in 1976. (He and Leonid Shamkovich defected to come here, among the first of the ex-Soviet GMs to come to the U.S. over the next 20 years.) He played and taught chess for many years in New Jersey and later in the Cleveland Ohio area, where he still resides.


Sharpen Your Tactics!
1125 Brilliant Sacrifices, Combinations, and Studies.
Hundreds of examples never before seen in the west!
Grandmaster Anatoly Lein
Boris Archangelsky

Anatoly will celebrate his 86th birthday March 30th. I am happy to call him my friend.

Some examples of Anatoly Lein's play:

M. Ashley – Lein, NY Open, 1989

30…Rxh3+! 31. Qxh3 Bf4+ 32. Kg2 Rg8+ 33. Qg3 Rxg3+ 34. fxg3 Qg4 0-1

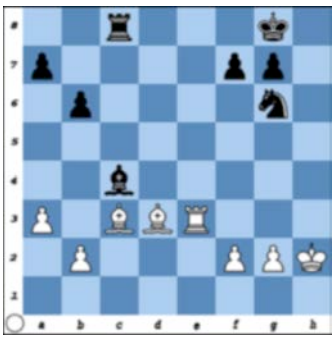
Lein – Barle, Lone Pine, 1979

An unusual position where Lein not only allows his opponent an extra queen, but with check to boot! Barle, despite the two queens, had to resign twelve moves later.

30. Ne4! a1=Q+ 31. Kh2 Kd8 32. Qxc6 Ra6 33. Qd5+ Kc7 34. f6 Rxf6 35. Qxe5+ Kb6

36. Qd4+ Kc6 37. Rg5 Rd6 38. Qc5+ Kd7 39. Qxb5+ Rc6 40. Qb7+ Rc7 41. Rd5+ Ke6 42. Ng5+! 1-0

Lein defeated two world champions in his career, both in long, tenacious endgames.



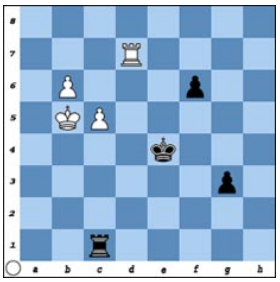
Lein - Smyslov, USSR Championship 1966-67

In this position against Smyslov, Lein showed great confidence, playing into the Rook + opposite-colored Bishops endgame with 34.Bxg6. He went on to defeat the world champion in 108 moves.

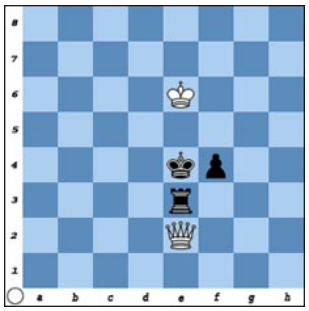
Lein also defeated Mikhail Tal in 92 moves in a difficult Queen vs. Rook and pawn endgame:

Anatoly Lein — Mikhail Tal, Vilnius 1955:

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 Nc6 6.Bg5 e6 7.Qd2 a6 8.O-O-O Bd7 9.f4 Be7 10.Nf3 b5 11.a3 b4 12.axb4 Nxb4 13.Bc4 Qc8 14.Qe2 Bc6 15.e5 dxe5 16.fxe5 Bxf3 17.Qxf3 Nfd5 18.Bxe7 Nxe7 19.Rhf1 O-O 20.Qg4 Nbc6 21.Bd3 Qc7 22.Rde1 Rad8 23.Re3 Nf5 24.Bxf5 exf5 25.Qxf5 Qa5 26.Kb1 Rde8 27.Rfe1 f6 28.Rh3 Rxe5 29.Qxh7+ Kf7 30.Rhe3 Rb8 31.Qd3 Qb4 32.b3 Kg8 33.Rxe5 Nxe5 34.Qd5+ Kf8 35.Rd1 Nc4 36.Rd4 Qxc3 37.Qc5+ Kg8 38.Qxc4+ Qxc4 39.Rxc4 Re8 40.Kb2 Re6 41.b4 Re2 42.Rc6 Rxg2 43.Rxa6 Kf7 44.b5 Ke7 45.Kb3 Rxh2 46.c4 g5 47.c5 Rh1 48.b6 g4 49.Ra7+ Ke6 50.Kc4 Rc1+ 51.Kb5 g3 52.Rg7 Kd5 53.Rd7+ Ke4



54.c6 g2 55.Rg7 g1=Q 56.Rxg1 Rxg1 57.c7 Rc1 58.b7 Rxc7 59.b8=Q Re7 60.Kc5 Re5+ 61.Kd6 Kf5 62.Qg8 Re4 63.Qh7+ Kf4 64.Qh4+ Kf5 65.Qf2+ Kg5 66.Qg3+ Rg4 67.Qe3+ Kg6 68.Qd3+ f5 69.Qc3 Re4 70.Qh8 Kg5 71.Qg7+ Kf4 72.Qg2 Re3 73.Qf2+ Ke4 74.Ke6 f4 75.Qf1 Rd3 76.Qe2+ Re3



77.Qc4+ Kf3 78.Kf5 Kg2 79.Kxf4 Rf3+ 80.Ke4 Rf2 81.Qg8+ Kh2 82.Ke3 Rg2 83.Qb8+ Kg1 84.Kf3 Kh1 85.Qb7 Kg1 86.Qc7 Kh1 87.Qe7 Kh2 88.Qe1 Ra2 89.Qh4+ Kg1 90.Qg5+ Kh1 91.Qh6+ Kg1 92.Qg6+ 1-0

Back at Lone Pine, in round 6 Samuel Reshevsky and John Fedorowicz had a huge dispute over a draw offer. Nearing the time control Reshevsky (allegedly) offered a draw to Fedorowicz. After letting his clock run down as he considered the offer, Fedorowicz, flag hanging, agreed to the draw. But then Reshevsky denied that he had offered a draw. Some of Fedorowicz's friends told director Kashdan they had witnessed Reshevsky's offer, but Kashdan didn't believe them and sided with Reshevsky! The game was restarted and Fedorowicz, with virtually no time on his clock ended up winning! The only reason I bring this incident up is that following day our Dallas group had lunch with Reshevsky, (an old friend of Sol Schwarz) and he was still spitting nails over this loss, saying he cared nothing about finishing the tournament, although finish he did.

The Great Cold War battle came in round 7, when Korchnoi, leading the tournament, had the white pieces against Soviet grandmaster Yusupov.

Korchnoi – Yusupov, Lone Pine 1981

Sol Schwarz and I were standing five feet from the table when in this position Korchnoi shattered Yusupov's position

with 37. Rxf6!! After the forced 37…Kxf6 there followed 38.Qd4+ Kg5 (38…Qe5 Be7+!) 39. Be7+! Qxe7 (other variations also lose quickly) 40.Qf4+ and Yusupov resigned in the face of 40… Kh5 41.g4+, Kh4 42.Qh6#.

"A brilliant strategy is, certainly, a matter of intelligence, but intelligence without audaciousness is not enough. Given the opportunity, I must have the guts to explode the game, to upend my opponent's thinking and, in so doing, unnerve him."
– Garry Kasparov

Korchnoi shakes hands with Yusupov before the game.

This photo is from *Chess Voice*, the entertaining long-time publication of the Northern California Chess Association which unfortunately went defunct in 1985 but which can be read online (if you like reading cool miscellaneous chess stuff) here:
http://www.chessdryad.com/articles/chessvoice/

Victor Korchnoi went on to win the $15,000 first prize in the tournament (that's about $40,000 in today's money), and the West's victory in the Cold War had begun.

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